

Gun Run

Who's Strategy is Fastest?

Type: Abstract Strategy

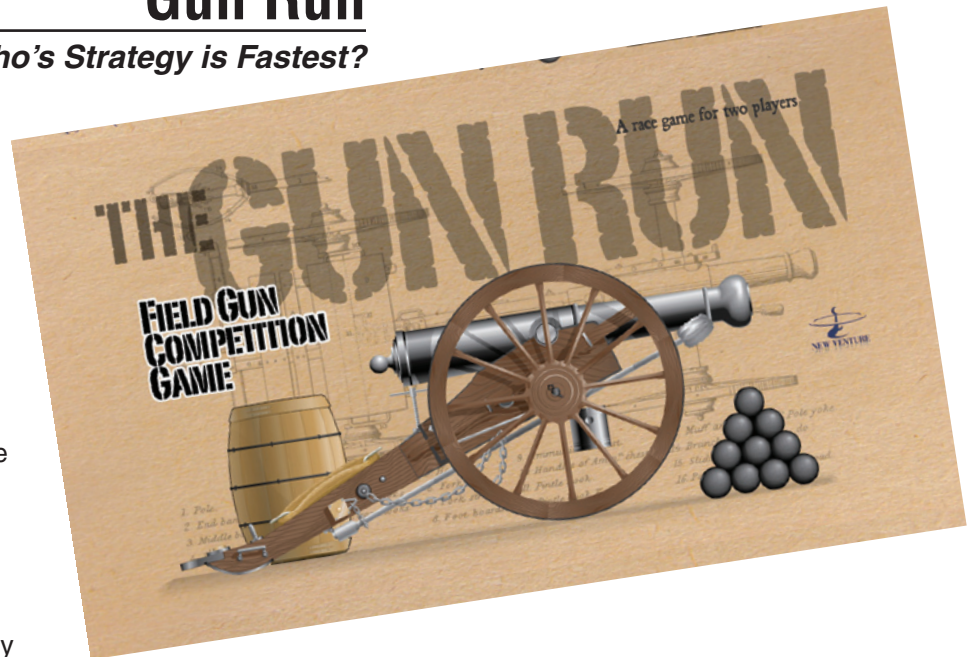
Players: Two

Ages: 10+

Duration: 15 - 30 minutes

Synopsis:

I once saw a very impressive exhibition: a contest between two military units racing to disassemble, transport, and reassemble a cannon and caisson and all the equipment necessary to fire off a winning blast at the other end of a grueling obstacle course. This is a simulation of that contest, called a "Tattoo." Choose your moves wisely in this competitive puzzle face-off.

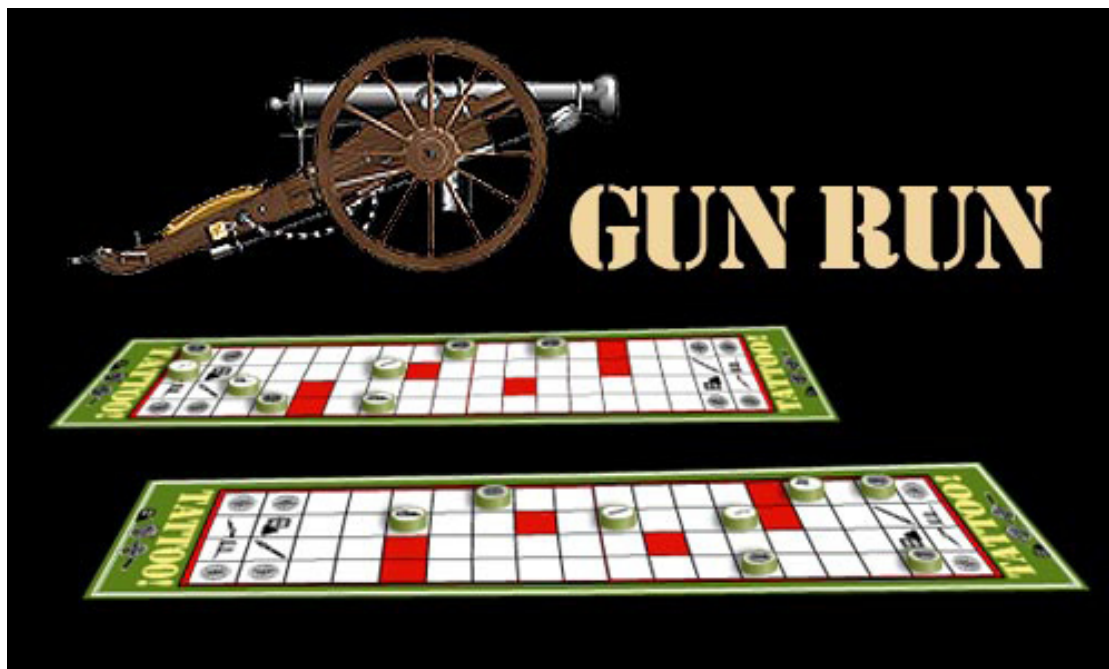


Equipment & Features:

Each player has their own board - a "race track" of spaces and obstacles - with starting and ending spaces marked.

Each also has a set of 8 special pieces representing the equipment they must move from one end of their board to the other.

Finally, a 6-sided die and a single large bullet-shaped marker are included.



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The Rules:

This game simulates the British Navy Field Gun Competition, which is a contest between artillery units. Each unit with a gun carriage and limber must disassemble the equipment, span a certain distance representing a river or gorge, reassemble the equipment and fire the cannon to win.

In the game version, each player's pieces represent the assemblage of men and equipment in the abstract. Each type of piece has a given move capability and the board(s) represent raceways. The track is marked with several colored spaces that represent obstacles. The markers cannot land in these spaces during their progress to the opposite end of the track.

To win, the player must move the pieces according to their powers (described below) along the track and into a mirrored formation at the opposite end. In actual competition, it is the firing of the cannon that announces the winner. In this game, in the turn immediately following the assembly of the gun, the players may shout "BANG!" to declare their success.

There is a random factor in the race introduced by the rolling of a six-sided die at the beginning of each turn. The corresponding piece CANNOT be moved during that turn. Rolling a 1 signifies that Wheels cannot be moved; rolling a 6 means that any of the player's pieces can be moved freely. HOWEVER, on a roll of 6 the player may elect instead to move THE BULLET (see below).

The shape and movement of the pieces are as follows:

The Wheels (4)	May move 1, 2 or 3 spaces diagonally with no change in direction per turn.
The Limber	May move 1,2 or 3 spaces diagonally with no change in direction per turn.
The Gun Carriage	May move 1, 2 or 3 spaces rank and file, with no change in direction per turn.
The Cannon	May move 1, 2 or 3 spaces diagonally or rank and file, with up to 3 changes in direction per turn.
Ammunition	May move any number of spaces in any straight line (except through obstacles, of course) with no change of direction per turn.
The Bullet	There is only one bullet, and if a player rolls a 6, he or she may elect to move The Bullet to ANY space on EITHER board instead of moving his or her own piece. This space cannot then be moved into or through as long as The Bullet is there.

VARIATIONS:

Two dice are included; for a more challenging game, use both on each turn. Also, in the two-die version, doubles could indicate an extra move without a re-roll, movement restrictions still applying to both turns.

Also, the game can be played without The Bullet, and just as a straight race game.